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Relevance scale ☐ ☐ ☐ ☐ ☐1 [Awareness of presence, instant messaging and WebWho](#)

Peter Ljungstrand, Ylva Hård af Segerstad

December 2000 **ACM SIGGROUP Bulletin**, Volume 21 Issue 3Full text available: pdf(776.18 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

We report from a study of how awareness of presence can affect instant messaging behavior. WebWho is a web based awareness system that visualizes where people are located in a large university computer lab. It allows students to virtually locate one another and, among other functions, to communicate via an instant messaging system. Typically, instant messages are signed with the sender's name, but messages can also be sent anonymously. The students use the messaging system to support collaborati ...

Keywords: awareness of presence, computer-mediated communication, instant messaging, web visualization

2 [Ensuring privacy in presence awareness: an automated verification approach](#)

Patrice Godefroid, James D. Herbsleb, Lalita Jategaonkar Jagadeesany, Du Li

December 2000 **Proceedings of the 2000 ACM conference on Computer supported cooperative work**Full text available: pdf(151.39 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Providing information about other users and their activities is a central function of many collaborative applications. The data that provide this "presence awareness" are usually automatically generated and highly dynamic. For example, services such as AOL Instant Messenger allow users to observe the status of one another and to initiate and participate in chat sessions. As such services become more powerful, privacy and security issues regarding access to sensitive user data become critical ...

Keywords: computer-supported cooperative work, coordination, presence awareness, privacy, security, verification

3 [Queue Focus: Beyond Instant Messaging](#)


John C. Tang, James Bo Begole

November 2003 **Queue**, Volume 1 Issue 8

Full text available: pdf(925.99 KB)

 [html\(35.63 KB\)](#) Additional Information: [full citation](#), [index terms](#)


- 4 [I Think, therefore IM: Introducing instant messaging and chat in the workplace](#)
James D. Herbsleb, David L. Atkins, David G. Boyer, Mark Handel, Thomas A. Finholt
April 2002 **Proceedings of the SIGCHI conference on Human factors in computing systems: Changing our world, changing ourselves**

Full text available:  [pdf\(619.32 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We report on our experiences of introducing an instant messaging and group chat application into geographically distributed workgroups. We describe a number of issues we encountered, including privacy concerns, individual versus group training, and focusing on teams or individuals. The perception of the tool's utility was a complex issue, depending both on users' views of the importance of informal communication, and their perceptions of the nature of cross-site communication issues. Finally, we ...

Keywords: chat, distributed teams, groupware, instant messaging, presence awareness, technology diffusion

- 5 [Consensus in the presence of partial synchrony](#)
Cynthia Dwork, Nancy Lynch, Larry Stockmeyer
April 1988 **Journal of the ACM (JACM)**, Volume 35 Issue 2


Full text available:  [pdf\(3.19 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The concept of partial synchrony in a distributed system is introduced. Partial synchrony lies between the cases of a synchronous system and an asynchronous system. In a synchronous system, there is a known fixed upper bound Δ on the time required for a message to be sent from one processor to another and a known fixed upper bound Φ on the relative speeds of different processors. In an asynchronous system no fixed upper bounds Δ ; and Φ ; exist. In one version of partial synch ...

- 6 [Time-optimal message-efficient work performance in the presence of faults](#)
Roberto De Prisco, Alain Mayer, Moti Yung
August 1994 **Proceedings of the thirteenth annual ACM symposium on Principles of distributed computing**

Full text available:  [pdf\(1.13 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

- 7 [Sharing memory robustly in message-passing systems](#)
Hagit Attiya, Amotz Bar-Noy, Danny Dolev
January 1995 **Journal of the ACM (JACM)**, Volume 42 Issue 1

Full text available:  [pdf\(1.44 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Emulators that translate algorithms from the shared-memory model to two different message-passing models are presented. Both are achieved by implementing a wait-free, atomic, single-writer multi-reader register in unreliable, asynchronous networks. The two message-passing models considered are a complete network with processor failures and an arbitrary network with dynamic link failures. These results make it possible to view the shared-memory model as a higher-level language for ...

Keywords: atomic registers, emulation, fault-tolerance, message passing, processor and

link failures, shared memory, wait-freedom

8 Sharing memory robustly in message-passing systems

Hagit Attiya, Amotz Bar-Noy, Danny Dolev

August 1990 **Proceedings of the ninth annual ACM symposium on Principles of distributed computing**

Full text available:  pdf(1.34 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



9 Remote queues: exposing message queues for optimization and atomicity

Eric A. Brewer, Frederic T. Chong, Lok T. Liu, Shamik D. Sharma, John D. Kubiatowicz

July 1995 **Proceedings of the seventh annual ACM symposium on Parallel algorithms and architectures**

Full text available:  pdf(1.78 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



10 Bounds on the time to reach agreement in the presence of timing uncertainty

Hagit Attiya, Cynthia Dwork, Nancy Lynch, Larry Stockmeyer

January 1994 **Journal of the ACM (JACM)**, Volume 41 Issue 1

Full text available:  pdf(2.31 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)




Keywords: agreement, consensus, distributed agreement, distributed consensus, fault-tolerance, timeout, timing uncertainty

11 Hypercube message routing in the presence of faults

F. M. Gordon, Q. F. Stout

January 1988 **Proceedings of the third conference on Hypercube concurrent computers and applications: Architecture, software, computer systems, and general issues - Volume 1**

Full text available:  pdf(836.98 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We discuss the problem of routing messages on hypercubes which have faulty processors and/or communication links. We are motivated by the belief that simple algorithms, operating under simple assumptions, can ensure high probabilities of successful message routing. In this paper, we consider the basic problem of routing a single message from an arbitrary source to an arbitrary destination. In our study, a fault is assumed to render the processor or link non-functional for purposes of commun ...



12 Synchronizing clocks in the presence of faults

Leslie Lamport, P. M. Melliar-Smith

January 1985 **Journal of the ACM (JACM)**, Volume 32 Issue 1

Full text available:  pdf(2.17 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)


Algorithms are described for maintaining clock synchrony in a distributed multiprocess system where each process has its own clock. These algorithms work in the presence of arbitrary clock or process failures, including "two-faced clocks" that present different values to different processes. Two of the algorithms require that fewer than one-third of the processes be faulty. A third algorithm works if fewer than half the processes are faulty, but requires digital signatures.



13 Reliable communication in the presence of failures

Kenneth P. Birman, Thomas A. Joseph

January 1987 **ACM Transactions on Computer Systems (TOCS)**, Volume 5 Issue 1

Full text available:  pdf(2.62 MB)


Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The design and correctness of a communication facility for a distributed computer system are reported on. The facility provides support for fault-tolerant process groups in the form of a family of reliable multicast protocols that can be used in both local- and wide-area networks. These protocols attain high levels of concurrency, while respecting application-specific delivery ordering constraints, and have varying cost and performance that depend on the degree of ordering ...

14 Providing presence cues to telephone users

Allen E. Milewski, Thomas M. Smith

December 2000 **Proceedings of the 2000 ACM conference on Computer supported cooperative work**

Full text available:  pdf(254.69 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


A significant problem with telephone communication is that callers do not have enough awareness about the Personal Presence of people they want to call. The result can be unwanted, interrupting calls. The live addressbook is an application that helps users make more informed telephone calls and teleconferences, from anywhere, via their wireless PDA or desktop browser. Unlike other network-based address books, which maintain static information, the live addressbook can display ...

Keywords: awareness, mobility, presence, telecommunication

15 A combinatorial characterization of the distributed tasks which are solvable in the presence of one faulty processor

Ofer Biran, Shlomo Moran, Shmuel Zaks

January 2000 **Proceedings of the seventh annual ACM Symposium on Principles of distributed computing**


Full text available:  pdf(1.22 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

16 Performing work with asynchronous processors: message-delay-sensitive bounds

Dariusz R. Kowalski, Alex A. Shvartsman

July 2003 **Proceedings of the twenty-second annual symposium on Principles of distributed computing**

Full text available:  pdf(1.12 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper considers the problem of performing tasks in asynchronous distributed settings. This problem, called Do-All, has been substantially studied in synchronous models, but there is a dearth of efficient algorithms for asynchronous message-passing processors. Do-All can be trivially solved without any communication by an algorithm where each processor performs all tasks. Assuming p processors and t tasks, this requires work $\Theta(p \cdot t)$. Thus it is important to ...

17 The Next Bang: The Explosive Combination of Embedded Linux, XML and Instant Messaging

Doc Searls

September 2000 **Linux Journal**

Full text available:  [html\(34.52 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

18 [Message addressing schemes](#)

D. Tschritzis


January 1984 **ACM Transactions on Information Systems (TOIS)**, Volume 2 Issue 1

Full text available:  [pdf\(1.40 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

19 [Reaching approximate agreement in the presence of faults](#)

Danny Dolev, Nancy A. Lynch, Shlomit S. Pinter, Eugene W. Stark, William E. Weihl

May 1986 **Journal of the ACM (JACM)**, Volume 33 Issue 3


Full text available:  [pdf\(1.47 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

This paper considers a variant of the Byzantine Generals problem, in which processes start with arbitrary real values rather than Boolean values or values from some bounded range, and in which approximate, rather than exact, agreement is the desired goal. Algorithms are presented to reach approximate agreement in asynchronous, as well as synchronous systems. The asynchronous agreement algorithm is an interesting contrast to a result of Fischer et al, who show that exact agreement with guar...

20 [Poster Session: Exploring a design space for place-based presence](#)

G. Henri ter Hofte, Ingrid Mulder, Marjan Grootveld, Robert Slagter

September 2002 **Proceedings of the 4th international conference on Collaborative virtual environments**

Full text available:  [pdf\(117.48 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Presence and Instant Messa in (PIM) applications are a very popular - if not the most popular - type of Collaborative Virtual Environment (CVE). Current presence technology in PIM applications can only answer people-oriented presence queries such as "Who is online?", hich may not suffice for use of PIM applications in the orkplace. In this poster, we explore more sophisticated, place-based presence systems that can also answer place-oriented presence queries, such as "Who is near?".

Keywords: chance encounters, instant messaging, place-based presence

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